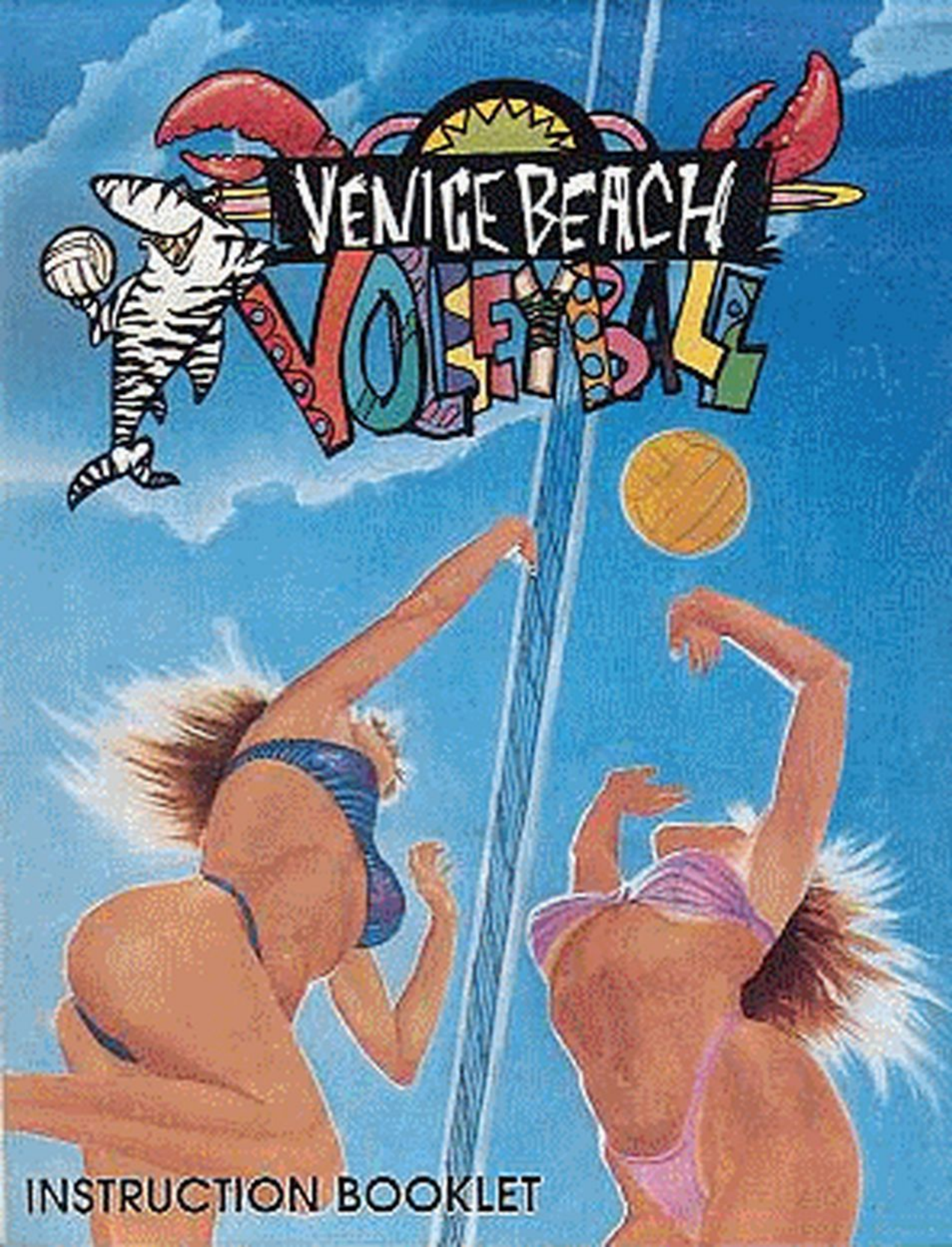
VENICE BEACH
VOLEYBALL
INSTRUCTION BOOKLET

Thank you for purchasing **VENICE BEACH VOLLEYBALL**™, an exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System.™

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▷ Radical beach volleyball fun for the entire family.

▷ Choose from four of the hottest teams in America.

▷ Includes two player simultaneous action or single player against the computer .

KICKING BEACH BUTT

They have come from all across America - the very best of the best. They are here at the most radical summer hang-out in the world, VENICE BEACH!

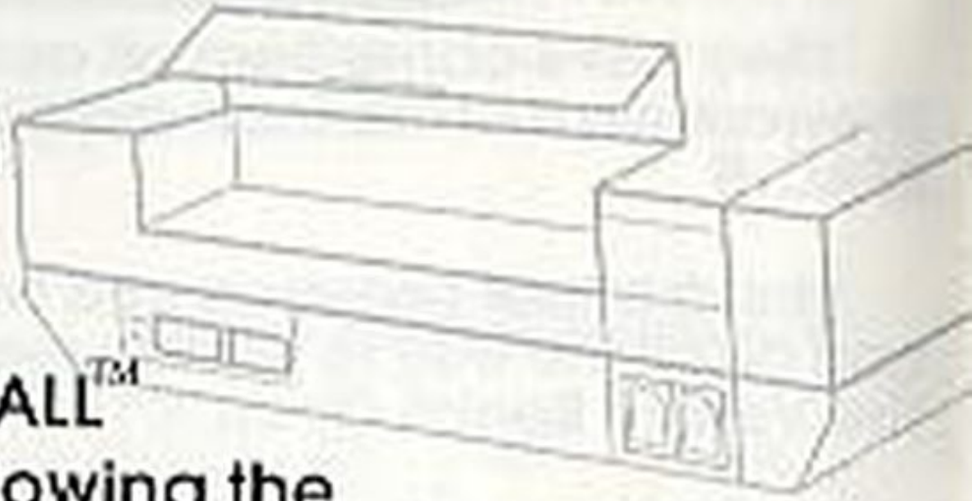
Hundreds of two-men and two-women teams are ready to kick-butt and go all the way to win the most excellent volleyball event of the year. The Venice Beach Open.

And now, after five days of grueling play, there are only four teams remaining. Bob and Howard, two Venice Beach locals and real crowd favorites. Lisa and Bambi, two co-ed babes from Florida and one of the quickest teams in the tournament. Steve and Jamile, excellent Spikers from South Texically. And of course Kelly and Morica, who may be a couple of the smartest, tannest, cuties in town, but play one mean game of beach Volleyball.

Which team will walk away with this year's coveted MEGA V-BALL Award?

Your skills will determine who wins!

GETTING STARTED



Make sure the power switch on your control deck is turned off.

Insert VENICE BEACH VOLLEYBALL™ into your NES console carefully following the power up instructions in your NES user manual.

If the title screen flashes on and off and the game will not play see pages 15-17.

From the title screen press START to go to the configuration screen.

TITLE SCREEN

CUSTOMIZING GAME

CONFIGURATION SCREEN

The CONFIGURATION SCREEN lets you customize the game's options to your liking. To customize any of the five game settings, move the Direction Pad UP & DOWN to highlight your selection. By moving the direction Pad RIGHT or LEFT you can change the settings.

GAME MODE

From here choose the type of game you want to play.

1P vs. COM: For single player action against a computer controlled team.
2P vs. COM: You and a buddy work together to take on a computer controlled team.
1P vs. 2P: Intense two Player head to head competitive action.

LEVEL

Select the game's difficulty level.

Easy: A Great place to start and learn.
Normal: Here's where you'll start to work up a sweat.
Hard: The ultimate challenge! V-Ball thrashers only need apply.

CUSTOMIZING GAME

POINT

This is where you choose how many points (5, 10 or 15) that you must score to win the game.

SET

Choose how many games you must win to defeat the opposing team.

1: Single game winner takes all.
3: Three game set, winner is best 2 out of 3.

RULE

Choose the scoring rules (NORMAL or RALLY POINT) that will apply to your game.

NORMAL: You must be serving to win the point.
RALLY POINT: You can win a point when serving or receiving.

EXIT

After you've set up the game to your liking and you're ready to pick your team select EXIT and press START.

CHOOSE TEAMS

The Teams

BOB and HOWARD

RECEIVING: 85 SMASH: 70 SPEED: 80

LISA and BAMBI

RECEIVING: 80 SMASH: 75 SPEED: 85

STEVE and JAMILE

RECEIVING: 80 SMASH: 80 SPEED: 85

KELLY and MORICA

RECEIVING: 85 SMASH: 70 SPEED: 75

Here's where you choose the team you will compete with in the tournament. Each team is rated by three different ability categories:

RECEIVING: How well your team play's an opponent's serve or hit
SMASH: How well your team spikes the ball.
SPEED: How quickly your team gets the ball.

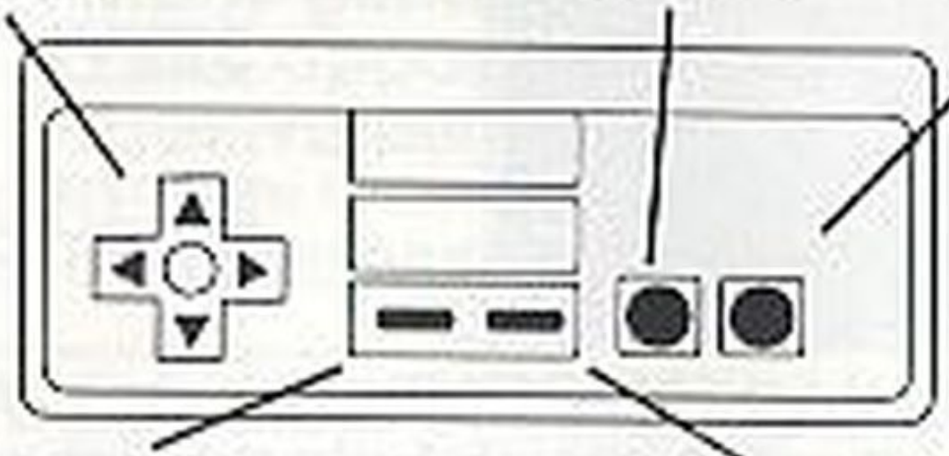
Hit A Button to chose your team. Now its time to get down to the sand and get ready to serve. Its time to kick some beach butt!

CONTROLLING THE ACTION

DIRECTION PAD
Moves your two players anywhere around the play field. On serves you can aim the ball using the Direction Pad.

B BUTTON
Press to jump during serving or receiving. Press twice to spike the ball.

A BUTTON
Press to hit the ball.



SELECT
This button is not used.

START
Press to Pause a game in progress or to begin a new game.

On serves you can move your player anywhere along the baseline before you toss the ball. You can also aim the ball using the Direction Pad during a serve.

SERVING THE BALL

One of the most important things to know in Volleyball is how to serve the ball. There are two types of serves, the jump serve and the flat serve. Practice both a lot, 'cause the only way you'll ever be able to kick the big butt is by knowing how to deliver a devastating serve consistently.

JUMP SERVE: Press **A Button** to toss the ball, then **B Button** to jump and B Button again to hit the ball over the net.

FLAT SERVE: Press **A Button** to toss the ball, then **A Button** again to hit the ball over the net.

RECEIVING THE BALL

RECEIVING

The landing spot of the ball is always indicated by an X, watch the ball's shadow to see how high its flying. Press A Button to Hit/Set the ball. Players will automatically hit the ball in the direction of their teammates on the first or second hit. They will try to hit the ball over the net on the third hit.

SPIKE

The idea is to stand by the net and have your teammate hit the ball to you, then leap in to the air and smash the ball downward. A well placed spike is almost impossible to return. To SPIKE (press B Button once to jump, twice to spike.)

BLOCKING

The block is a great defensive weapon for stopping the spike. To block the spike you must position your man at the net. When your opponent is ready to SPIKE the ball, jump in the air using B Button and Block by hitting the A Button.

TIPS FROM THE PROS

HIT THEM WHERE THEY'RE NOT - The best way to score points is to use your Direction Pad to aim the ball to open areas on your opponent's side of the court. Since beach volleyball is a two-player team sport, you'll find plenty of open area's.

THROW OFF YOUR OPPONENTS RHYTHM - Hitting/setting the ball twice and then smashing it over the net is the norm in beach volleyball. Do something different occasionally. Jump up and smash the ball right back over the net, or hit it back with only ONE set (instead of two). You'll catch your opponent off guard and maybe score that single point that means the difference between being a winner and being a wiener.

TIMING IS EVERYTHING - It's hard to spike the ball or jump serve if you timing is off. Hit the ball at the peak of your jump for the best results.

MORE TIPS FROM THE PROS

DON'T BURY THE BALL - Sometimes when you hit the ball very hard it will get buried in the sand. Keep your kool because *Sandy Claws* the crab will come out and try to find the ball for you. He usually will not find it but when he walks off the screen, game play resumes.

NEVER GIVE UP! - To become a champ takes practice and determination. So don't be a chump. Don't give up!

MEMOS

MEMOS

MEMOS

Upgrade Certification

I certify that I went to the trouble and upgraded or had my incompatible Nintendo Entertainment System upgraded to be compatible with American Video Entertainment video games. For this trouble American Video Entertainment will credit $10.00 against my purchase DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT of any game manufactured by American Video Entertainment.

Signed _____

Name _____

Address _____

City _____ State _____ Zip Code _____

Phone Number _____

Send this or a copy of this certificate to: American Video Entertainment
577 Airport Boulevard Suite 730
Burlingame, California 94010

Notice to American Video Entertainment Customers

Should you encounter any problems with this cartridge two important questions must be asked:

A. Was your Nintendo control deck purchased after October of 1990?

B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent some cartridges from working. In order to enjoy many fine products from independent American manufacturers, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. We have included in this manual simple instructions which will provide any qualified T.V. repair technician with the necessary information to upgrade your unit. When you do this and sign the enclosed $10.00 upgrade certificate, American Video Entertainment will give you a $10.00 discount on any AVE game purchased DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT.

2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of $9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)

3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.

Just Say NO!

Modification Procedure for Nintendo Entertainment System® Revision 11 Circuit Boards. This procedure is supplied by American Video Entertainment as a courtesy to owners of REV 11 NES machines.

WARNING!

This procedure must be performed by a skilled technician. It is not recommended for consumers. Performing this procedure may affect your consoles warranty.

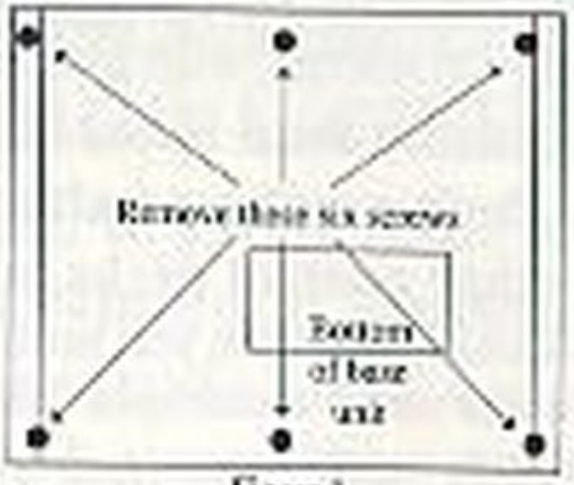


Figure 1

1. Turn the unit upside down and remove six phillips head screws as indicated in Figure 1.

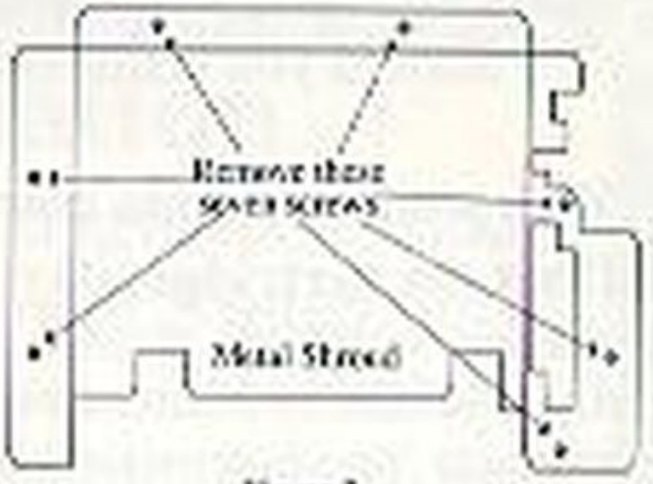


Figure 2

2. Now remove the top cover and remove seven phillips head screws as indicated in Figure 2.

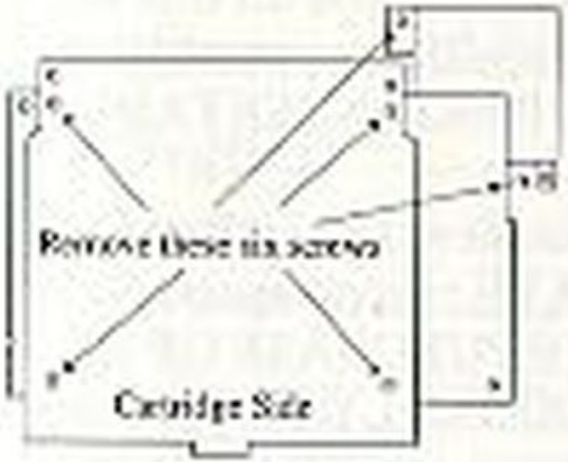


Figure 3

3. Now remove metal shroud and remove six phillips head screws as indicated in Figure 3.

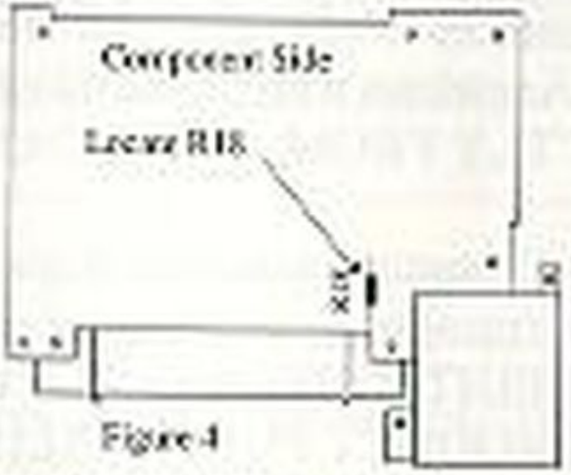


Figure 4

4. *Carefully* lift circuit board out of bottom *and* with all wires still attached turn board over. Be sure board is a Rev 11. This will be verified by the presence of R18 as indicated in Figure 4. *If R18 is not present do not proceed!* Call 1-900-HOT-GAME for assistance.

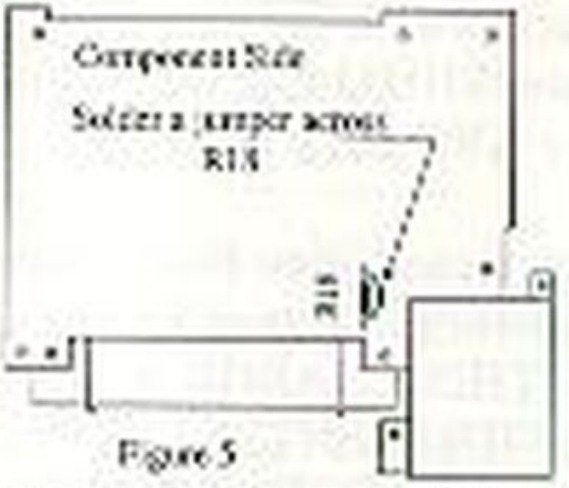


Figure 5

5. Solder a jumper wire across R18 as indicated in Figure 5.

6. Reassemble the unit in reverse order.

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

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Area Code *Phone Number*

Thank you for purchasing VENICE BEACH VOLLEYBALL. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability:	10 9 8 7 6 5 4 3 2 1	Action:	10 9 8 7 6 5 4 3 2 1
Graphics:	10 9 8 7 6 5 4 3 2 1	Overall Rating:	10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental

☐ Other: _____

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COMING SOON
VENICE BEACH VOLLEYBALL (July) and DEATHBOTS (August)

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AMERICAN VIDEO ENTERTAINMENT™

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